

AGB-ASGE-USA

GAME BOY[®] ADVANCE

SMUGGLER'S RUN™



Destination
SOFTWARE, INC.

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

REBELLION

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Destination Software, Inc.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

Smuggler's Run™	4
Getting Started	5
Controls	5
Language Selection Screen	7
Main Menu Screen	6
In Game Screen Display	7
Playing the Missions	8
Playing the Turf War	11
Find out about Smuggler's Run™	12
<u>REBELLION</u> Credits	12

Smuggler's Run™

Radar coverage is just too good these days, so many smugglers like you have climbed back into off-road vehicles and found success by out-driving law enforcement across some of the most inhospitable terrain in the world.

In the early days, you were a freelance smuggler who was fearless enough (or stupid enough) to join this off-road game of life, death and serious cash. Somehow you survived long enough on your own to get pretty good at it.

But now, as a hardened smuggler, it's all about heaps of dollar bills. You've done so much "transporting" that it doesn't matter what you deliver, just as long as there are thrills along the way and a good paycheck at the end of the day. With your "don't ask, don't tell" policy, you are totally neutral against any moral ramification of any packages or even what your clients do; you just want to deliver the goods and get far away.

Sure, you still make some runs by yourself, but rival bands of smugglers and swarms of cops have made the loner's life challenging. That, and the attraction of bigger and bigger jobs, entices you to partner up with a band that made you a good offer. Hey, you gotta respect supply and demand, and you're in demand for contributing to the supply.

Even as part of a Rag-Tag (but feared) band, you always face competition on every run. Either rival

bands or a bunch of thugs with badges work hard to take what you've got. But for every run you pull off, you get more green, which you can use to add to your collection of "company cars" (anything but street legal). Do you do it for the thrill of off-road racing, the glory of winning, the money, or the travel opportunities? Maybe it's a little of each.

Starting the Game

Make sure the POWER switch is OFF.

Insert the Smuggler's Run™ Game Pak into the Game Boy® Advance system slot as described in your

Nintendo Game Boy® Advance system instruction manual.

Turn the POWER switch ON.

Note: The Smuggler's Run™ Game Pak is for Game Boy® Advance only. Smuggler's Run™ is a single player game.

Controls



Menu Controls

CONTROL PAD - Cycle through Options

A BUTTON - Select

B BUTTON - Back to previous screen

Main Menu Screen

You are given a choice of

- Smuggler's Missions
- Turf War
- Options

Use the CONTROL PAD UP and DOWN to select one of these options. Then press the A BUTTON to enter the selected option or the B BUTTON to go back to the previous screen.

Smuggler's Run™ Missions

Compete to become a top dog in the very dangerous, dark and illicit world of international smuggling in a series of missions.

Turf War

Instant action. Just jump right in and do battle. Here you can choose to play as a gang member and drive any vehicle in any of the three environments. Messages will appear onscreen informing you of when you've successfully passed a checkpoint, snagged a piece of contraband, had the same piece stolen from you, snatched that loot back from the fool who stole it from you, etc...

Options

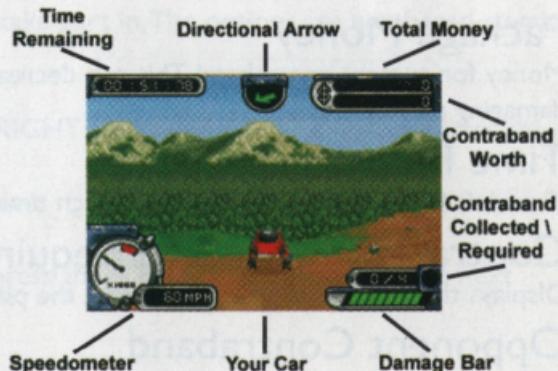
Music

Opt to keep the tunes playing, or turn them off.

Credits

Those responsible.

In Game Screen Display



Direction Arrow

Points towards the nearest Contraband or Checkpoint.

Damage Bar

Creeps up if you collide with objects and cars.

If your car becomes too damaged it breaks down and stops while repairs are made. Once repaired

Speedometer

Shown in Miles per Hour.

Your Car

Displays the car you are driving.

Mission Money

Overall money earned from delivered packages on the mission so far.

Package Money

Money for current contraband. This can decrease if the car crashes too much, therefore damaging the contraband.

Time Remaining

Time left for completing the mission. Each time a drop off is made, the timer is increased.

Contraband Collected/Required

Displays the amount of contraband that the player has collected and how much is left.

Opponent Contraband

Displays the amount of contraband the opponent has beaten you to.

Playing the Missions

Press the A BUTTON when "Smuggler's Missions" is selected on the Main Menu Screen.
The Smuggler's Missions Menu Screen appears.

Smuggler's Missions Menu Screen

Select the area you wish to race in. Initially only Forest is available. Later in the game you will be able to race in the desert and on the snow by entering a Pass Code.

On this screen press the A BUTTON to select and move to the Mission Select Screen.

Press the B BUTTON to return to the previous menu.

Mission Select Screen

On this screen you can select the level you wish to take part in. The options are numbered starting from mission 1.

On this screen use the CONTROL PAD LEFT and RIGHT to highlight the options and press the A BUTTON to select and move to the next screen.

Press the B BUTTON to return to the previous screen.

Press Down to highlight the pass code option, and press the A BUTTON to move to the next screen.

Vehicle Select Screen

Choose your vehicle on this screen.

Use the CONTROL PAD LEFT and RIGHT to select the vehicle you want, then press the A BUTTON.

As you cycle through vehicles their statistics are shown at the bottom of the screen:

Top Speed
Acceleration
Handling
Durability

Some vehicles are unavailable until you advance through the game and must be unlocked with a Pass Code. Pass Codes are supplied when you complete races. Press the CONTROL PAD down to change the vehicle colour.

Pause Menu

At any time during the Game you may press START to bring up the Pause Menu.

On this screen use the CONTROL PAD UP and DOWN to highlight the options and press the A BUTTON to select them.

The Pause Menu has three options:

Continue-Resume Play

Restart Race

Exit

Restart Mission-Return to the start of the current mission.

Exit-Exits the game back to the menu screen

Playing the Turf War.

Press the A BUTTON when 'Turf War' is selected on the Main Menu Screen.

The Turf War Menu Screen appears.

Turf War Screen

On this screen press the A BUTTON to start your career.

Press the B BUTTON to return to the previous menu.

Turf War

In the Turf War you must collect contraband and deliver it to your collection point, before your opponents do.

Your opponent can also hit you and steal your contraband from you. However you can do the same back to him!

Whoever collects the most contraband at the end of the timer is the winning team.

Hint

When driving, hitting trees, objects and other cars both slows you down and causes damage.

www.rockstargames.com/smugglersrun

www.destinationsoftwareinc.com

Find out more about Smuggler's Run

Visit the official website to find out more about Smuggler's Run.

<http://rockstargames.com/smugglersrun/>

Rebellion Credits

CEO - Jason Kingsley

CTO - Chris Kingsley

Management - Paul Tresise

Producer - Gareth Luke

Programming Team

Engine Programming

Chris Kingsley

Lead Programmer

Richard May

Physics and Car Handling

Dave Evans

Tools and Debugging

Crispian Daniels.

Website: www.rebellion.co.uk

Art Team

Lead Artist

James Fraser

Artists

Ben Murch

Iain Douglas

Andrew Brady

Music & Sound - Chris Brighton and Mark Cooksey.

Game Boy Advance Manual - Gareth Luke

All material copyright Rebellion 2002.

All rights reserved. The Rebellion logo and name are registered trademarks of Rebellion Developments Ltd.

DESTINATION SOFTWARE, INC. 90 DAY WARRANTY

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

DESTINATION SOFTWARE, INC. Consumer Service Dept. (856) 231-1050
400 North Church St., Moorestown, NJ 08057

Distributed by Destination Software, Inc.
400 North Church Street Moorestown, NJ 08053
1-888-654-4447
www.destinationsoftwareinc.com

PRINTED IN USA